

GALAHAD™

... A Real Knightmare

by Psygnosis

In an attempt to draw King Arthur to him, Miragran has stolen several of his treasured artifacts and kidnapped Princess Leandra. As Galahad, you must attempt a quest rivalled only by that of the holy grail.

FEATURES

- 3 diverse worlds and 21 spectacular levels
- Over 100 different ferocious enemies
- Weapons shop with swords, armor and power-ups to buy
- Bone-chilling Bosses at the end of every level
- Passwords and continues



Slaying Dragons! It's in every Knight's job description



Oh, look, another friendly welcome!



Conquer 21 levels... Wax the Wiz... Free the Babe



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RISKY WOODS





**WARNING TO OWNERS OF PROJECTION
TELEVISIONS!**

Still picture projection may cause permanent eye injury, damage, or loss of the phosphor of the CRT television screen. Avoiding such a strike may avoid damage to the screen projection television.

RISKY WOODS

They Say The Old Monks Were Wise...

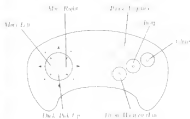
But hey, the hoodlums couldn't be too smart, was — after all, they let the evil Demos turn them into statues. Hardly a shining example of clear thinking.

Well, whether the monks were truly sagacious or just a little senile (things we had now that they're frozen in stone), Evil has spread everywhere — rotting corpses are rising in the woods, children men's site, and the world is generally a scary place. A few good monks to scare away the rat-rat would say, help the neighborhood, not to mention property values.

Fortunately, you — the young warrior Robin — have arrived to deliver death and justice to the evil hordes. With weapons at hand, you must enter the Risky Woods and free the monks from their petrified captivity. Once you've set the monks free and sent Demos back to his evil home, wisdom will be restored for good and old women won't have to carry thick-knives anymore.

That's the plan at any rate.

STANDARD CONTROLS



Use The Standard Controls...

The diagram above shows the standard controls for *Risky Woods*. These are the controls that are in effect when you first start the game.

...Or Customize Your Controller

Before you start playing, you can customize the controls to suit your gaming preference. For details on changing controls, see *Beginning The Game*.

TABLE OF CONTENTS

Beginning The Game	4
Current Stage Screen	7
The Game Screen	8
Move & Fire	9
Pick Up Armor Links	10
Preserve Your Life	11
Open Chests & Sacks	12
Free The Monks	16
Collect Gate Keys & Destroy Gatekeepers	17
Gatekeeper Treasures: Weapons	20
Zones, Stages & Guardians	23
Scoring	24
High Score Screen	24
Credits	25
Artist Biography	26

BEGINNING THE GAME

1. Make sure the power switch (see the Sega™ Genesis™ in C1E) is **OFF**.
2. Insert your Risky Woods cartridge into the slot on the Genesis. Press firmly to make it fit snugly into place.
3. Turn the power switch **ON**. The Electronic Arts® logo appears followed by the credits: Hugh Storm and a demo.
4. Press **START** to go to the title screen.



5. D-Pad **down** to move the arrow to **Options**, and then press any button. The Options screen appears.



The **Options** screen is easy to use. To turn on music, liking, D-Pad **up** or **down** to move the arrow to the option, and then

MUSIC

Press any button to cycle the music **On** or **Off**.

SOUND

D-Pad **right** or **left** to select the various music and sound effects that can be found in the game. Press **A**, **B** or **C** to play your selection.

00 - Stop Music

01 - 19 - Music

20 - 45 - Sound effects

CONTROL

D-Pad **right** or **left** to determine which buttons on your Controller make *Rohan Fire Jump* and *Chaur A, B,* and *C* stand for the buttons on your Controller, while **U** stands for **up** on the D-Pad.

Now, then:

D-Pad **down** is always *Duck Pick Up*

D-Pad **right** and **left** is always *More Right* and *More Left*

START is always *Pause Unpause*

- Once you've set up the game, the way you like, D-Pad **up** or **down** to move the arrow to **EXIT** and press any button. The Talk screen reappears.
- Select **START** onscreen, then press **START** on the controller to begin the game.

CURRENT STAGE SCREEN

The Current Stage screen shows you which stage you've down to play.



Press any button to begin.

THE GAME SCREEN

View of Gamepad



- Return to Title
- Start Menu
- Arrow Keys
- Move on the Field (the mouse is empty)
- Game Boy Hudson (the mouse is empty)
- Control Stick
- Control Pad (during character walk)

MOVE & FIRE

Lot of buddies will try to stop you from fixing the mechs. Press D-Pad **right** to move forward or **left** to back track. Press the **Fire** button to throw weapons.



You're out with imp knives. Don't worry, don't worry, you'll have an infinite supply. Whichever you desire. Getkeeper, you'll be able to pick up different and 100 weapons (see *Gameplay*) (Example: Heaper)

PICK UP ARMOR LINKS

When you kill a monster, it may drop armor links. You can carry 99 in a time, but pick up is only 10 of them, so you can't carry them all. If you collect enough, you get some armor protection.



x 33 = Silver Armor



x 67 = Gold Armor

How well does armor protect you? Silver armor cuts the damage that monsters do in half. Gold armor protects about 100%. That's right, dress yourself in gold and they can't hit you (unless you're that stupid). But don't think that since you got gold armor you can just walk through the game. You can lose armor links too. If you let a monster touch you, you lose one armor link, if you fall off a cliff, you lose 15, or if you're chased, etc. You lose several links.

PRESERVE YOUR LIFE

You begin with 100 life. Each hit you get drops 1 life. Wounds from monsters strike you on your current platform. You lose 100% of your life when you're hit. Lose all 11 armor links and you lose it.



OPEN CHESTS & SACKS

You'll often find bags or chests. To open them, fire at them until they explode.



Here, chests will only open on the ground. You may get more junk, so be sure you find some of the following items:



Star 5,000 points



Battery 5,000 points



Jewel 50,000 points



Ring 50,000 points



Arrow 10,000 points **OR** sends you back to an earlier point on the level (rare!)



Apple 10,000 points **OR** puts you to sleep (*zzzzzz!*)
Sleeping does two things: It restores energy, but loses you time. (What did you expect, something for nothing?)



Poison

Increases damage dealt



Lightning

Increases damage dealt
to enemies wearing armor



Heart

Increases health



Fire Djinn

Increases speed of fire
temporarily, inflates your
killstreak bonus



Continue

Usually, whenever
Robin springs out of his
chest, try to pick him
up. If you manage to
trip him three times, you
get an additional life, and
you get to continue play-
ing once the game
is over.



Cross

Increases health



Hourglass

Increases speed



Skull

Skull turns your staff into
a skull weapon

You'll see how many skulls you're carrying on the Skull Indicator:



To use your skull-empowered staff, hold down the **Fire** button. Robin stomps the staff into the ground, doing some damage to the bad guys. If you're wearing silver armor, the effects of the staff are stronger still. If Robin's lucky enough to be wearing Gold Armor then using the staff will result in a display of skulls that wouldn't look out of place in a martial arts movie. The staff will be loaded into the air and each time it bounces on the ground you'll be waving goodbye to a bunch of those bad guys.

NOTE! When you have captured all the monks, you will still find some monks trapped in some secret locations. A good difficulty setting is essential (and you will need it). At the end of the game, when you have freed the monks, you can pick up the 100% completion achievement. Good luck and enjoy the game!

FREE THE MONKS

Your mission is to free the old monks who are trapped in some. When you come across a mine, *Fire* it if you can't shatter.

The Mines



100% Achievement

At the bottom of the screen you have a mini-map. Monks who are trapped appear in black and when you pass in the number of monks you will find in this stage. The monks that appear in color represent the number of monks you've already freed in this stage.

Careful! There are evil monks hiding in some secret areas. You can recognize them by the evil icon in the UI and the damage they inflict — when you are hit, you will remember when they are and how dangerous they are to your main character.

COLLECT GATE KEYS & DESTROY GATEKEEPERS

Along the way you'll find a lot of Gate Keys. They get stronger (they have a probability they appear on the screen). When you get to a village, this form is completed Gate Key.

The Gate



100% Achievement

In each stage, you'll encounter vigilant Gatekeepers who bar your way. The only way to get past a Gatekeeper is to use a completed Gate Key. To use a Gate Key, press the **Chan** button. Rohan will throw the Gate Key into the gate's locking mechanism if he doesn't, you're probably not close enough to do that.



Press the **Chan** button again to get the Gatekeeper to "Chan" again. His name in the status correspond to direction you can use D Pad. Using up D Pad, you have to repeat his Chan. With the **Chan** button, you can't use the direction's on fly for press.



When you're done, use D Pad left, up, and then right / up/down / up.

In the next stage, you'll find a key with its place, but it's not the same as the number of the key.

Once you've completed, you'll find a key, the key, and it keeps exploring something in the air, it's something. Gatekeeper, Gatekeeper, Gatekeeper.

If you approach a Gatekeeper without having collected both pieces of Gate Key, they will force you into the consequences. You will be lifted off the ground and transported back to the location of the missing Gate Key. It's a wise idea not to do this, as it's often necessary to be transported, you'll be depleted.

GATEKEEPER TREASURES: WEAPONS

When a treasure chest explodes, its contents are scattered in a 30-foot radius. You can **Pick Up** these items and use them.

When you **Pick Up** a weapon, you automatically drop your shield. If you pick up the same weapon twice, your strength to do power is **x2** if you pick it up once, and **x3** if you pick it up three times. The strength power of a particular weapon is always shown on the screen.



Sword 1^x



x2



x3

Here you'll find the Gatekeeper's treasure.



Axe

Axe is a useful weapon and a good first weapon. It's a good choice for a first weapon because it's easy to use.



Boomerang

The boomerang is a useful weapon that can be used in a variety of ways. It's a good choice for a first weapon because it's easy to use. The boomerang is a good choice for a first weapon because it's easy to use. The boomerang is a good choice for a first weapon because it's easy to use.



Fireball

Fireballs are a very powerful weapon. They are a good choice for a first weapon because they are easy to use.



Magic Dagger Magic Daggers look like a sword, but they're more like darts. When thrown, they travel in a straight line.



Morning Star Morning Stars are heavy spiked maces. When swung, they can cause a lot of damage.

GOLDEN POTIONS

Sometimes a Golden Potion will drop instead of a Golden Potions. Pick

up the real one and get the extra benefits of it. Now that you have a Golden Potions, don't ever drop your chance to open a treasure chest.



ZONES, STAGES & GUARDIANS

You have to battle your way through four zones, each with two stages of combat. In each stage you must free the monks and reach the end before time runs out. If you don't free all of the monks, you'll have to repeat the stage.

At the end of each zone is a cave leading to the next zone. Each cave is protected by an angry guardian with foul feelings and a lifelong hatred of your young warrior guts. Either you kill him (and continue) or he kills you (and you're dead). The Guardian's hit meter appears in the lower right corner of your screen.



SCORING

Your main goal is to get points. Lots of points. Preferably more than the other cars.

HIGH SCORE SCREEN

Once the game has ended, the High Score screen appears.



The screenshot shows a list of ten high scores. At the top, the title 'THE HOT' is displayed in a stylized, metallic font. Below the title, the scores are listed in a grid format with columns for rank, score, name, and a small icon.

Rank	Score	Name	Icon
1ST	0100000	ETC	♂
2ND	0070000	EVZ	♂
3RD	0060000	RTY	♀
4TH	0070000	LOF	♀
5TH	0050000	AZS	♀
6TH	0030000	WIK	♀
7TH	0070000	A	♀
8TH	0070000	WOP	♀
9TH	0070000	NLS	♀
10TH	0001100	AAA	♀

If you scored with your initials, your initials. Press **UP** or **DOWN** to scroll through the letters. When you find the letter you want, press any button on the Controller. If you find a duplicate in either letter, press **D-Pad left** to backtrack.

Once you've entered your name, press **START** to begin a new game.

Note: Your high scores are not saved when you turn off your Genesis, so if you're going to put something to press, like a picture, of it.

CREDITS

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1. The first part of the document is a letter from the author to the editor, dated 1st January 1950. It contains a brief introduction to the work and a request for publication.

2. The second part is a preface, written by the author, which explains the scope and objectives of the study.

3. The third part is the main body of the text, which is divided into several chapters. The first chapter deals with the general principles of the subject, while the subsequent chapters discuss specific aspects of the problem.

4. The final part of the document is a conclusion, in which the author summarizes the findings of the study and offers some suggestions for further research.